**ArrayList<ElmtType> Class**

Selected methods:

- **ArrayListList<ElmtType>()**
  Creates an empty array list.

- **int size()**
  Returns the number of elements in the array list.

- **ElmtType get(int index)**
  Returns the element at position index. **PRE: 0 <= index < size()**

- **boolean add(ElmtType elmt)**
  Adds an element to the end of the array list. (Always returns true for ArrayList objects.)

- **void add(int index, ElmtType elmt)**
  Inserts an element into the array list at position index. Indices of the element currently at that position and any subsequent elements increase by one. **PRE: 0 <= index <= size()**
  **Note:** a.add(e) is equivalent to a.add(a.size(), e)

**Set<ElmtType> Interface**

The classes that implement this interface are: TreeSet and HashSet.

Selected methods:

- **boolean contains(ElmtType elmt)**
  Returns true iff elmt is in the set

- **int size()**
  Returns number of elements in the set

- **boolean add(ElmtType elmt)**
  Ensures that elmt is in the set.
  Returns true iff the set changed as a result of this call

- **boolean remove(ElmtType elmt)**
  Removes elmt from the set.
  Returns true iff the set changed as a result of this call

- **boolean isEmpty()**
  Returns true iff the set contains no elements.

- **Iterator<ElmtType> iterator()**
  Returns an iterator over the elements in the set.

**Iterator<ElmtType> Interface**

Selected methods:

- **boolean hasNext()**
  Returns true iff the iteration has more elements.

- **ElmtType next()**
  Returns the next element in the iteration. Each successive call returns a different element in the underlying collection.

**MazeCoord Class**

Selected methods:

- **MazeCoord(int row, int col)**
  Creates a maze coordinate object with the given row and column.

- **int getRow()**
  Returns the row of the coordinate

- **int getCol()**
  Returns the column of the coordinate